



DT overview

"You can't use up creativity. The more you use, the more you have"

Intent: Children to become independent, creative problem solvers and thinkers, which will help them to identify needs and opportunities for making constructions and products to fit in today's world.

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Reception	-Explore, use and refine a variety of artistic effects to express their ideas and feelings -Return to and build on their previous learning, refining ideas and developing their ability to represent them -Create collaboratively, sharing ideas, resources and skills					
	Junk modelling Construction		Capes and masks		Baking bread	
Year 1	Mechanisms - Wheels and axles <i>Vehicles</i>		Food - preparing fruit and vegetables <i>Fruit kebabs</i>		Structures - Freestanding structures <i>Zoo enclosures</i>	
Year 2	Food - preparing fruit and vegetables		Mechanisms – Levers and Sliders <i>Pages from story books</i>		Textiles <i>Soft toys</i>	
Year 3	Food – healthy eating <i>Sandwiches</i>		Structures - Shell structures <i>Packaging</i>		Mechanical systems - Levers and linkages <i>Animals</i>	
Year 4	Food – healthy eating <i>Pizzas</i>		Textiles – 2d to 3d product <i>Purses</i>		Electrical systems: simple circuits and switches <i>Torches</i>	
Year 5	Structures - Frame structures <i>Bird houses</i>		Food – cultures and seasonality <i>Easter eggs</i>		Mechanical systems - Pulleys and gears <i>Cams</i>	
Year 6	Textiles – combining fabric shapes <i>Recycled clothes</i>		Food - cultures and seasonality		Electrical systems: more complex circuits and switches <i>Fairground rides</i>	